

ABSTRACT**SELECTING BETWEEN DOUBLE BUFFERED STEREO AND SINGLE
BUFFERED STEREO IN A WINDOWING SYSTEM**

5 A method, computer program product and system for allocating the memory
space in a frame buffer. A Device Dependent Layer (DDX) of an X-server may read
command line options or alternatively an option selected by a user. If the command
line options or alternatively the user selectable option indicates to allocate the
memory space in the frame buffer to support a particular type of stereo, e.g., double
buffered stereo, single buffered stereo, then the DDX may allocate the memory space
10 in the frame buffer accordingly. If the memory space of the frame buffer is allocated
for single buffered stereo, then the extra memory space in the frame buffer from not
supporting double buffered stereo may be allocated for texture and/or off screen
caching.

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06/26/2001 - 7047-P438US